Connor Cummings

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Natural US Citizen

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EXPERIENCE

Software Engineer - AGS

2023 - Present

- Converted a legacy C# .NET Windows server application to Linux, repurposing it to be ran in a cluster. Developed a unique negotiation algorithm for comparing financial data to determine consensus in the cluster. Cluster software was built for high tolerance against power and network loss, and was directly responsible for managing tens of thousands of USD
- Independently developed a standalone C++ program for deserializing negotiation packets in the cluster for visualization and debugging
- Developed and maintained C++ Linux hardware plugins that were marshalled into C#
- Maintained the product's Ubuntu Linux operating system image, scripts, build process, and in-house package management system
- Maintained .NET and Unity code for game engine

Software Engineer - USAF

2021 - 2023

- Maintained critical defense systems for the F-15 Eagle fighter jet, including the AWG-20 Programmable Armament Control Set, APG-68, and APG-70 Radar subsystems
- Analyzed field requests from pilots and participated in an active Agile (SAFe) team for sprint planning
- Wrote custom scripts and programs for easing the workload of other teams, such as parsing CSV files and exporting the data

SKILLS

- **Languages:** C, C++, C#, Rust, Bash
- **Tools:** Git, CMake, Vim, Visual Studio, Linux CLI
- **Platforms:** Linux, Windows, ESP32

PROJECTS

- **Blitzcrank:** Discord bot that interfaces with many different web APIs to fetch data and automate tasks, written in pure Rust.
- **CChat:** Chatroom app that uses a TCP server-client model, with an NCurses terminal-only frontend, written in pure C.
- **CLog:** A simple and easy to use C / C++ logging library that supports multiple logging levels, color per log level, and writing to an output file.

EDUCATION

- **University of Georgia** — Athens, GA
  BSc, Computer Engineering, minor in computer science — *May 2021*